Mort’s Minions Story

c\_name = Character’s name (Jim, Gary, Leonard, May)

c\_role = Description (fearless warrior, brilliant mage, peaceful monk, quick archer)

c\_relationship = brother or sister

# World 1

## Themes:

(Setup background, context of story)

(Mort is behind the emols attacking)

(Mort plans to do it to all of the 4 worlds)

## Level 1 - Beginning

Once upon a time, emols and merps lived in harmony...

… but times have changed. The emols are attacking the merps of the earth world.

## Level 5 - Beginning

You’re c\_name, leader and c\_role, member of a family of leaders known across the 4 worlds - earth, water, fire and air.

7 days ago you set out to defend your homeland, to defeat the emols on earth and find out why they’re attacking. You have been fighting ever since.

## Level 10 - Beginning

After weeks of battle on earth, you have started to get an eerie feeling. Something seems familiar about the emols… you can see your sibling Mort in their eyes. “Are the emols mort’s minions?”

Mort, your brother who always had a fascination with the emols, has been missing for 10 years.

## Level 16 - End of Level

You reach the end of the earth world without any clues to the emol attack. Luckily you see a tent in the distance that looks long abandoned and after investigating you find a letter inside.

“Enough is enough. No longer will merps and emols be living together as they always have. I move to the water world to continue my plan to unite emols across the 4 worlds in the fight against the merps.”

You’re terrified to find the letter is signed by your outcast brother Mort. You ask yourself, “Why would he do such a thing”?

You must find Mort and put a stop to his plan. On to the water world!

# World 2

## Themes:

(Mort’s history)

(Mort is controlling them)

(Find out animals doing it on their own but Mort is inspiring them)

## Level 1 - Beginning

As children, the 5 siblings each had a special skill. Mort’s skill was communication with the emols.

While his siblings used their skills to become leaders of the merps, Mort withdrew further and further away from the merps, spending all of his time with the emols.

Eventually, Mort never returned home.

## Level 8 - Beginning

You tell yourself, “From years of living without contact with other merps, Mort must have gone crazy. He has driven himself mad of jealousy since his siblings have become leaders of the 4 worlds and he has accomplished nothing.”

“Mort must have brainwashed the emols to attack us out of this madness.”

## Level 16 - End of Level

After days of battle, you come across a camp on the shore. The embers of the fire still warm, this camp must have been recently abandoned.

A letter lay next to the fire, you read quickly. “c\_relationship, I’ve seen you following me. I’m only a small piece of the puzzle. The emols choose to revolt on their own. You can’t stop this revolution. -Mort”

“Darn, I missed Mort again. He must have already traveled to the fire world.” You follow him find answers.

# World 3

## Themes:

(Merps raised the emols to be their slaves and took away their freedom)

(Merps aren’t really aware of what they’re doing)

## Level 1 - Beginning

You ask yourself, “Why would the emols revolt? Merps and emols have lived in harmony for hundreds of years.”

## Level 5 - Beginning

As you finish a mighty battle on the fire world defeating several emols, you sit down to catch your breath. You notice one shield depicts a graphic scene. An ogre with arms and legs in chains building a house with a merp standing behind watching.

You find another emol’s shield shows a dead emol over the fire with merps sitting around eating it.

A third shield depicts a emol being whipped as it is being ridden.

You’re starting to get the feeling there’s more behind this revolution than you first thought.

## Level 10 - Beginning

Understanding more about the emols, you have noticed the passion within their eyes. They’re determined and inspired. They yearn for something different than hurting you. They believe they’re fighting for something good.

## Level 16 - End of Level

In a clearing between the fire mountains, you find a third camp with a another letter from Mort.

“We merps have mistreated the emols for far too long. Merps thought there was harmony with the emols because of their obedience. They’ve failed to see the relationship from the emol’s eyes. Why does it take such drastic measures to see what we’re doing is wrong? The fire world is ours. -Mort”

You must continue your journey to the last world, air.

# World 4

## Themes:

(Realization of main character that merps aren’t treating emols fairly)

(Resolution of conflict on 4 main worlds)

(Moral: treat everything with love and respect)

(Setup 5th world that will be added in later expansion - actually the spirit realm)

## Level 1 - Beginning

You began to contemplate Mort’s words. “Are we merps just? Did we go too far with our rule over the emols?” I must find Mort, the man who can communicate with them, and understand what they desire.

## Level 8 - Beginning

After trekking halfway across the air world, you see Mort in the distance! You’re gaining on him.

## Level 16 - End of Level

You catch up to Mort and finally have the confrontation you’ve fought so hard to secure.

“Mort, as a leader of the merps, you have helped me see our faults. We let our greed and our power control us. We surrender. I pledge our peace to the emols and promise to treat every living thing with the respect and love that it deserves.”

Mort and Jim talked for hours, of their childhood, of a world in which emols and merps could live together. As leaders of their people, they signed a treaty and made a commitment to uphold the words they wrote.

It all seemed as though the worlds would be at peace once again, this time merps and emols truly living in freedom and harmony.

Thinking the day over, Jim turned to start his journey home and Mort spoke.

"But c\_relationship, I fear I cannot stop this battle alone. There are things, evil things, that have been awakened in the spirit realm. They are not of this world and will haunt merps and emols in their afterlife. They demand the enslaving of all merps and all who side with them and will not listen to my reason to find peace. We must travel there together to defeat them."

Jim and Mort pack up their weapons and began their journey to the spirit realm.

To be continued...

## World 5

## Themes:

(Spirit things won’t compromise)

(Spirit things are defeated)

(Moral: compromise is required, can’t be 1 sided)

## Level 1 - Beginning

You reach the spirit realm with Mort. The place is creepy, dark, and lacks the spark of life found on your home worlds. The emols here are twisted and demented. You begin the final battle.

Mort turns to you. The spirit emols here are led by the spirit king. We must find him and defeat him.

## Level 8 - Beginning

You hear an eerie voice which appears to be coming from the sky. “For your mistreatment of emols in your world, we sentence you to an afterlife filled with misery and pain. For all of eternity.” That must be the spirit king.

## Level 16 - Beginning

“Welcome, Jim. You have made it and get a glimpse of what is to come for your people.”

“We have seen our mistakes and pledged to stop our mistreatment of emols on our worlds. We have created a world where we can live in harmony and freedom. Please join us”

“There is no time for compromise. Prepare to be defeated.”

## Level 16 - End of Level

You have defeated the spirit king and the evil emols here have disappeared.

Mort turns to you “c\_relationship, now you see why compromise is the only answer. We must find a just answer for everyone. The spirit king was not willing to compromise and it has led to his death and that of his people.”

Jim and Mort return to their world and begin to rebuild them according to their treaty, where all emols and merps will have true freedom.

The end

# Open Questions

What to name the merps?

* Doobers
* Boppers
* Merps
* …?

What to name the emols?

* Goblets
* Emols
* Imals
* …?